880 Gamer

We search for the real

STREET FIGHTER

SUPER SFII

The New Challengers



Hit the Arcades!

Silkworm!

Super Hang On!

Pang!

Toki!

Demo Scene!

And more....


Doodlebug
Limited Edition Includes Rip Wallet & Keyring
Doodlebug offers twenty levels of varied platforms spread across five themed worlds. Interactive characters within the game allow Doodlebug to buy buggies, submarines, helicopters, space ships and dragons to help him on his quest to rescue the lovely Princess Lady Bug.
Available on Commodore Amiga and Atari ST
CORE
DESIGN LIMITED
Screen Shots from various formats
Tradewinds House, 69/71A Ashbourne Road, Derby, DE22 3FS. Telephone (0332) 297797. Facsimile (0332) 381511

>>start 880

Welcome to the '*rush out the door*' edition of 880 Gamer. You see, about five days ago I decided I should actually get around to finishing off issue 6, and when I say finish off, I mean basically nothing had been created but the review text. Thing is, I have a plane to catch to Shanghai China in literally 10 hours (that's including trying to sleep), so it's a race against the clock to get this issue finished and uploaded for the masses of fans (all 10 of you!) while still getting ready to run out the door. This is my feeble excuse of a reason why there may be a higher level of the usual errors you find in 880 Gamer. Sounds fair?

So what's in store for you this issue? Well first up we have a triple treat for street fighter fans as I make it my mission to find out if there is actually a version of Street Fighter II on the Amiga worth playing! That's right, the game I said I would never review is getting reviewed this issue! And not only will you find reviews of all three versions that appeared on the Amiga, but we have slapped a demo copy of one of them to the front of the magazine for your playing pleasure! But I thought... why stop at just one genre of arcade game, why not bring the whole arcade in to this issue... so all of games reviewed this issue were born in the arcades and then recoded in bedrooms across the world for the Amiga. Classics like Pang and Silkworm are there, while racing fans will be happy to know Super Hang On is in there to get your nitro turbo leather wearing fix!

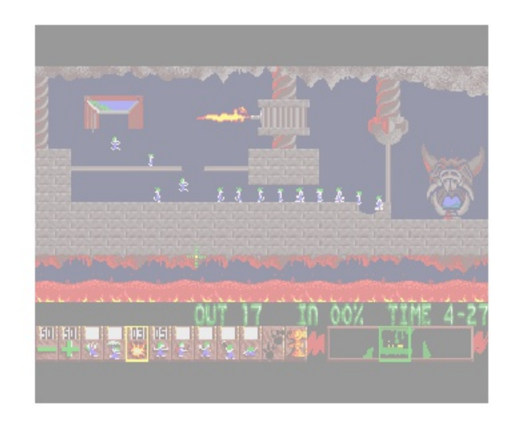
Lets not forget that your humble little Amiga is also about to have a massive birthday bash for it's thirtieth birthday, so get out your party hats and drinking glasses as we run down a couple of the larger events planned on either side of the globe. There will be good food, drinks, special guests and generally old weird people like me pointing excitedly at beige coloured pieces of plastic displaying a bouncing red and white ball while the kids struggle to understand what all the fuss is about.

Of course bleeding eyes is back to melt your brain again with a nice little selection, while those of you who generally suck at playing games like me, we finish of with some nice ripe cheats ready for the picking.

Ok, really running out of time now. Time to do the worlds fastest spell and grammar check, and start packing for the pearl of the orient. So do not be upset if I do not reply to any emails in the coming weeks... they do not call it the Great Firewall of China for nothing!

Mark Stanner
Editor of 880 Gamer running very very late!

880 contents









880 cover disc

The game we said we would never review.....

Super Street Fighter II
The new Challengers

By far the ugliest version of Street fighter 2 ever released on the Amiga, yet in a cruel twist of fate the most playable and enjoyable version. Lets face it, the Amiga was like that skinny kid at the school playground that was really good at a lot of stuff... but fighting was not one of them! But still, street fighter in any version or language is a classic no matter what, and for fun value this is the best you can get on the Amiga.



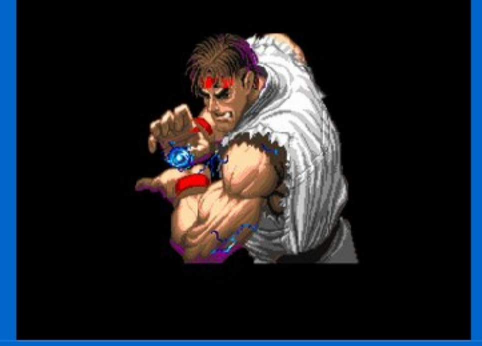
Slapped to the front cover by Ryu himself using a Hyper Uppercut for each issue, we have the Amiga 500 version for any 1mb equipped machine. While it does not get the true 50 frames a second the AGA version gets, it's still a hell of a lot smoother than the original SFII version you may remember all those years ago! Plus, if you have a CD32 controller then you are going to be able to pull out all of the moves like a pro!

So strap in and freak out at Blanka who looks like he has risen from the grave with his pale white / grey skin as he challenges DeeJay to a fight to the death! That's not to say Blanka did not already look freaky with his Green skin previously... and the fact he looks like a gorilla crossed with a man who shoots electricity from his body... just another day in the life of a typical street fighter!









30th anniversary

The Amiga is turning 30! So where will you be celebrating?

It's hard to imagine, but here we are only few months away from celebrating the Amiga's 30th birthday. Sure... they stopped producing 'real' Amiga's almost 20 years ago after Commodore bit the big one and went the way of the Titanic, but why let that get in the way of throwing a big party for one of the best computers that ever graced this planet!

For me this will probably involve pulling my trusty A500 out of storage, blowing off the dust and pouring a beverage (or five) while my plasma screen freaks out trying to keep pace with the strobing effects from State Of The Art and the kids roll around on the floor having epileptic fits!

Maybe you have bigger plans than me [*My grandma has bigger plans than you! ed.*] , and there are going to be a number of events across the world to celebrate the Amiga's birthday including a couple a little further North towards the top of this planet. Unfortunately I don't see myself making either of these... I know... there are going to be riots and fires as 880 Gamer fans set the cities ablaze demanding to know where we are, but if you happen to be in the neighbourhood then you should really get along to check them out!



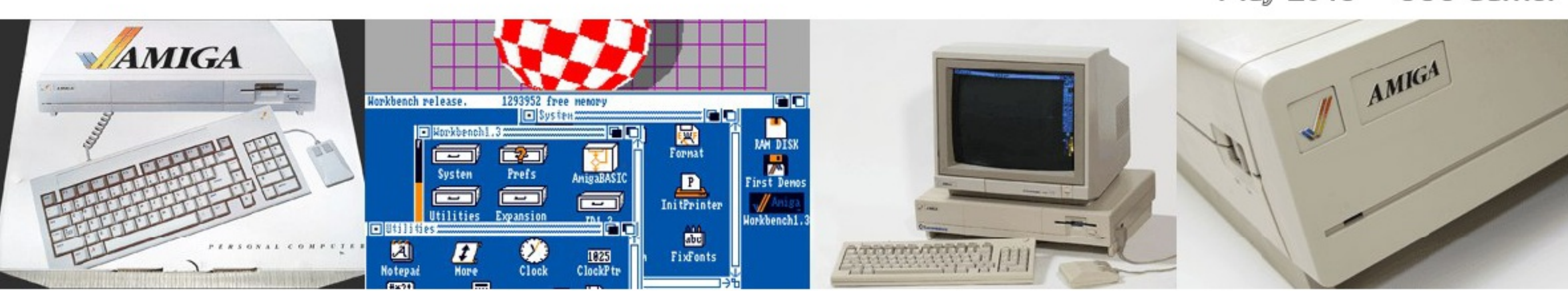
Sure, the Amiga was born and bred out of the big ol USA, but growing up on mountains of Amiga magazines that pumped out of the UK along with many amazing game development outfits originating from Europe, for me when I think of Amiga I think of Europe! And when I think of Europe, I think of Amsterdam! And when I think of Amsterdam I think of.... well, lets just hope they have an abundance of snacks and nibbles to go along with those Euro Demo Scene disks!

But seriously, this is shaping up to be one heck of an event! Not only will they have a number of displays (of actual working Amiga's...), they are offering a free disk imaging service by the KyroFlux team, while they have also snagged a bunch of special guests that any Amiga fan would instantly recognise including (but not limited to) :

- Original development team such as Carl Sassenrath and Robert J. Mical
- Company big wigs David Pleasance and Petro Tyschenko
- Game artists and musicians Jon Hare and Allister Brimble
- Heck.... even Joe Pillow will be there (Wikipedia search Joe if you have no idea who he is!)

And here is the important stuff...

- For further info, visit www.amiga30.eu or email info@amiga.eu
- Tickets for the event are available through Evenbrite with tickets selling fast! SO HURRY!
- June 27th 9:00am to 7:00pm at the Lighthouse (full address at Evenbrite)





If Europe sounds to far away for your budget, and you happen to be close to Mountain View in California USA, then you can drop by the Computer History Museum (provided you have purchased a ticket… party crashers are probably not welcome!). Here thanks to a successful Kickstarter you will be able to gorge yourself silly on a feast fit for a king while rubbing shoulders with the who's who of Amiga both past and Present.



Guest speakers / panel include Dale Luck, Carl Sassenrath, Dave Needle and international frequent flyer mileage king himself Robert J. Mical who you may notice is also attending the event in Amsterdam… now that's commitment!

But just like a late night tele-shopping marathon, I know you want more! So not only do you get all this great food and guest speakers, but there will also some be very special hardware that's going to be on show for all to gaze on in wonder :

- Amsterdam may have Joe Pillow, but here you will get to view what was inside Joe pillow which made him so special. Yep… we are talking about Lorraine, or for those not familiar with the Amiga history, the original Amiga Prototype made up of massive boards and millions of wires. Just one look of this thing will make you realise why these people are such historical legends!
- An Amiga 1000 … hmmm, nothing special I hear you ask? Well yes, it is just an Amiga 1000 and could be any one of thousands out there, but what makes this one so special is its serial number. And by number I mean one number… literally one. Serial number #1. Now that is pretty special you have to agree?
- And of course all of the other Amiga's from A500's all the way through to AmigaOne X1000, all running and all giving off that wonderful smell of nostalgia!

All this will be held over 15th and 16th of July at the Computer History Museum, California.

For more information and links to purchase tickets, visit www.amiga30.com



Drop us an email at 880gamer@gamail.com and let us know how you will be celebrating!



Game On!

Nothing but arcade conversions this issue!

It's game review time, so lets get Street Fighting! But first, a few house rules on how we review games here at 880:

- The First rule of 880 Fight Club is : You do not talk about 880 Fight Club!
- Games are played in emulation and not on real Amiga's. This is to judge a game on its own merits and not the limitations of long load times, never ending disk swaps (I'm looking at you Street Fighter II) and for all those whiz bang 3D games that were just never going to run even on the most powerful machines (COUGH!... Alien Breed 3D 2 COUGH!)
- The release date will be taken into consideration when reviewing since games advanced in leaps and bounds both graphically and sonically year on year, but if we think it looks crap we are still going to say it!
- If there are multiple versions available (eg. A500 / A1200) then each will be compared based on the single review and differences in scores awarded based on each version.
- All games are played on an evil kitten fuelled PC responsible for the death of the Amiga, although we lessen the evil by using penguin friendly Ubuntu with FS-UAE.
- And what about fabulous prizes I hear you ask? How about...



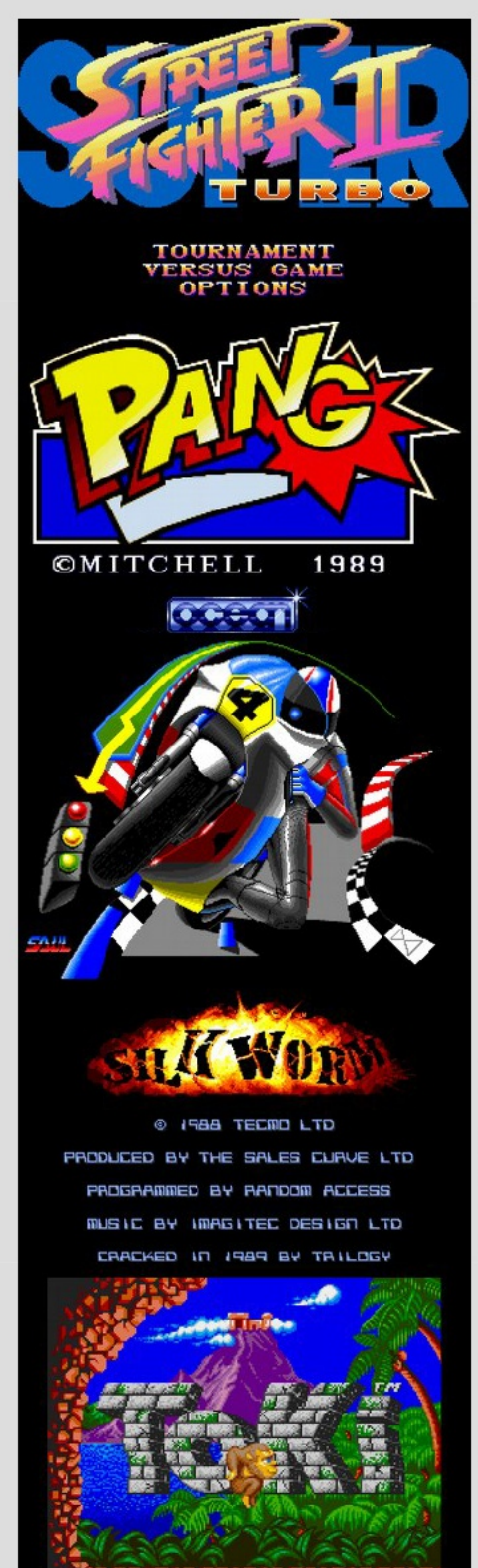
If it's brilliant and scores 90% or higher, then we break out the big gold bars! We are talking pure brilliant gold that is only matched by Kens beautiful golden locks in Street Fighter II



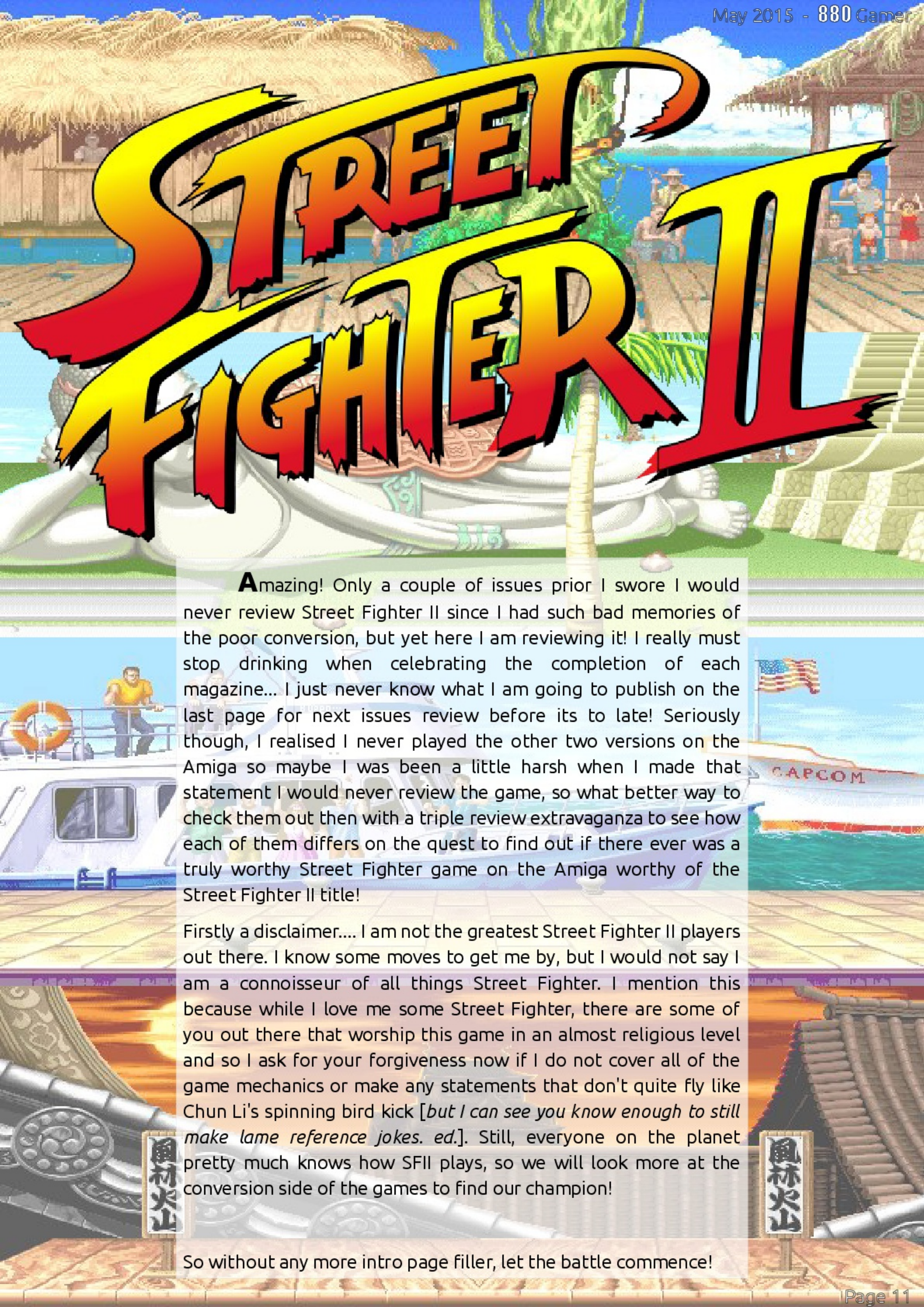
If its still a decent play with a score of 80% or higher then it is still worthy of some sterling silver. Its brilliant shine shimmers in the sun just like the light shimmering off Chun Li's bulging thighs!

Game On!

Round 1... FIGHT! Its Street fighter 2 X 3!!!




R-TYPE™



Amazing! Only a couple of issues prior I swore I would never review Street Fighter II since I had such bad memories of the poor conversion, but yet here I am reviewing it! I really must stop drinking when celebrating the completion of each magazine... I just never know what I am going to publish on the last page for next issues review before its to late! Seriously though, I realised I never played the other two versions on the Amiga so maybe I was been a little harsh when I made that statement I would never review the game, so what better way to check them out then with a triple review extravaganza to see how each of them differs on the quest to find out if there ever was a truly worthy Street Fighter game on the Amiga worthy of the Street Fighter II title!

Firstly a disclaimer.... I am not the greatest Street Fighter II players out there. I know some moves to get me by, but I would not say I am a connoisseur of all things Street Fighter. I mention this because while I love me some Street Fighter, there are some of you out there that worship this game in an almost religious level and so I ask for your forgiveness now if I do not cover all of the game mechanics or make any statements that don't quite fly like Chun Li's spinning bird kick [*but I can see you know enough to still make lame reference jokes. ed.*]. Still, everyone on the planet pretty much knows how SFII plays, so we will look more at the conversion side of the games to find our champion!

So without any more intro page filler, let the battle commence!

- US GOLD
- 1992
- A500





Smack down talk!

It was 1991 and you could not walk past an arcade without hearing Ryu's distinctive Hadouken shouting out as challenger after challenger lined up to be the street fighter champion. I was never really good at street fighter to tell the truth and would never embarrass myself by stepping up to challenge anyone, but my friend who was a die hard fan would humour me and let me win a round against him before waiting until he had almost no energy left in the third round only to then completely pulverise me with a lethal combination of moves that was almost an art form in itself. He said Street Fighter 2 is like playing a game of chess to him, where each move you make is setting yourself up for the next while always watching what your opponent is doing, so I was pretty excited when they announced SFII was coming to the Amiga so I could finally get some practice in while not having the pressure of someone like him walking up and destroying me!


I will teach you for not wearing clothes


Honda protecting his pretty face

Lets get the basics out of the way first. SFII is a one on one fighter where you can select from 8 characters ranging from nimble and fast fighters like Ryu and Chun Li, to large powerful brutes like Blanka and Zangief. Like any fighter, you have to battle your way through all of them complete with a couple of bonus stages like beating up someone's car (not sure why… maybe he was blocking you in) until you meet additional challengers before finally coming face to face with your final adversary M.Bison. While SFII was a very polished fighting game it is far from original, but with great character design and assortment of special moves coupled with great fighting mechanics, it is understandable why this is one of the most respected fighting games of all time and is credited with really kick starting the whole fighting game genre as we know it today.


Road rage takes on a whole new meaning


To many hot curries will do this to you!

How much of this magic made it to the first Amiga version? Well all of the fighters are present and so are all of the stages, along with a good helping of the sound effects and music to go along with it. Heck, even some of the background animations even made it in which is more than any other version here. Fighters are big and bold true to the original, and all of their moves are pretty much present. All in all, its a pretty decent effort considering the tight time frame the team had to convert it while working with what I would have expected for the time a very small team.


Blanka eats batteries like smarties


Is that safe? I mean.. jet fuel? Seriously?

And with all that praise comes the 'but'…

The game just does not look very good with its limited colour palette leading to some very bland (and brown) looking fighters and backgrounds. But all of this could be forgiven if the game ran at a decent frame rate... but it does not. For a lack of a better word, it 'chugs' along and can be quite jerky. And this kills the game. Street Fighter has to have speed and fluidity, but it feels slowed down and difficult to play as a result. Controls are also limited to a two button joystick which is understandable for the time, but this limits the number of moves available. Special moves are present and you will be pulling off fireballs right from the start, but I found it difficult to consistently pull off special moves which I put down to the poor frame rate and poor responsiveness not registering all of my controller inputs, which means when I should have been pulling off a killer special move while my opponent was exposed I instead stood there looking like a rabbit stunned in the headlights of a car while my opponent pulverised me.

Unfortunately the above ruins the game. I would not say it's the worst fighting game ever on the Amiga, and sure enough you can have some fun with this if you are desperate for some Street Fighter action, just do not expect to much from this conversion as it is far from the arcade experience due to its poor frame rate and poor responsive controls. Think of it as your '*in case of emergency, break glass*' version of Street Fighter.

Street Fighter II

A500 - 1992

GRAPHICS	69%
SOUND	68%
GAMEPLAY	55%

Not the worst fighting game on the Amiga, but not great either. Poor jerky frame rate ruins the experience.

SCORE 56%



Same – same ... but different!

Guile's iconic airbase level is in each version, so lets see how they compare to the arcade.

Here is the original complete with late 80's boom box and long leg mini skirt wearing professional air force women!

Here is the Original SFII on the Amiga 500. Not a bad effort really, although the airbase behind the plane has been wiped out! Everyone seems to have moved as well, but the boom box is present! Those legs look more tanned as well....

Here we have SFII 'the new challengers' version. Everyone is present I guess, but wow the drop in quality is big! Those luscious legs are even further tanned and now look like they belong on a cheap Barbie doll knock off. The smaller boom box looks less boom as well!

SFII Turbo is doing a lot right here based on the updated visuals, complete with a less 80's boom box updated to something very sleek and mid 90's. And the leg verdict? No spray on tan this time, but looking a little off colour.





- US GOLD
- 1995
- A500 / A1200



More cheesy smack down talk. These take years to perfect!



Bruce Lee look-a-like ... Check! All present and correct!

What do they say? Don't judge a book by it's cover? This saying has never been more true than when looking at this game. I mean have a look at this game compared to the other two Amiga versions here... go on, flip around the pages and compare. Ugly isn't it!? I mean seriously, the fighters are small and poorly drawn, and the backgrounds look... well... like a shareware game that is loosely based on Street Fighter II. You would be forgiven for thinking this is some dodgy shareware copyright infringing knock off, yet it is a fully licensed and US Gold backed game!













Blond pig tails, 1 piece swim suit, pink hat, army boots... where are the fashion police when you need them!



Chun Li shows what those massive thighs can do to your car!

To be honest this version looks worse than the version released 3 years earlier, and not just the A500 version but the 'enhanced' A1200 version as well! The backgrounds look poorly drawn lacking any animation with colour pallets that look like they date back to the late 80's, while the fighters have shrunk dramatically lacking detail and character, but for everything it lacks in visual fidelity it makes up in speed and smoothness. That's right folks, speed has finally come to an Amiga version of Street Fighter 2! On the A500 version it does not hit the perfect 50fps, but it keeps a rock solid frame rate never slowing giving you the SFII experience you crave. Go for the A1200 version and you will be further treated to some enhanced visuals such as overlayed power bars, but also you will hit the holy grail of 50fps which will have you forgiving the game for being so ugly! Up the turbo speed, throw it into NTSC mode and hold on tight!

Blue feet of rage! Ryu is not a stupid man, there is no need to rush on in and collect one of those to the face. Might mess up his perfect hair!

Sound is present and accounted for giving music and SFX at the same time, and while nothing brilliant it manages to preserve the arcade feel, but like the visuals it has no redeeming features to get excited over. Most of all though the increased speed means the game play is right up there with the arcade version resulting in some frantic rounds with all of my moves registering and the only time a special move did not come out as I was expecting was more down to my lack of skill. The computer AI is also quite good giving a good challenge. Where this version truly trumps the original conversion though is its ability to use the CD32 controller which means your SNES friends can finally stop sniggering at you trying to play SFII with a single button joystick, and this is one of its greatest assets.

I cant really tell you how ugly this game really is. Had it been some other generic fighting game I probably would not have given it a second look, but because it was SFII I was willing to give it a chance and I am glad I did because under that ugly exterior is a decent game almost worthy of the Street Fighter title. Maybe if I take my glasses of and squint a bit it will look .... no .... still ugly! But fun! Maybe one more round....





SUPER SFII

A500 - 1995

GRAPHICS	55%
SOUND	70%
GAMEPLAY	80%

Ugly, but retains the great SFII gameplay. No HD install though..

SCORE 70%

SUPER SFII

A1200 / CD32 - 1995

GRAPHICS	60%
SOUND	70%
GAMEPLAY	85%

Little less ugly and faster, the best Amiga Street Fighter around!

SCORE 78%



- GAMETEK
- 1995
- A1200

As I gazed over some pre-review screen shots of Street fighter turbo, my eyes started to glaze up... could this finally be what I have been looking for in my heroic quest to find the Ultimate Street fighter on the Amiga? It looks like its straight from the Arcade taking full advantage of AGA chipped up machines!

With trembling hands and sweaty palms, I launch the game only to have my excitement build with each passing moment. As the introduction plays through, I check around the back to make sure someone is not playing a prank on me with an arcade machine hidden somewhere plugged into my screen. But its the real deal! Its so close to the arcade its amazing! The menu screens fill my eyes with tears of joy, gazing on the fighter selection screen with all the fighters displayed in their glory with no noticeable drop in quality! My goodness, even the versus screen looks like its straight from the arcade complete with scrolling background!







This is it! My heart pumping and my fingers tingling in anticipation I start my first round....

Wait. What? Is something broken? No? Must be a setting wrong? No? Is this some kind of sick joke?

And just like that my whole world comes crashing down as the reality sinks in. This is the worst Street Fighter game on the Amiga. Period! You may look at the images here and ask why? Well, it all comes down to the complete lack of speed! Giving the game the title of Turbo is an insult to a worms intelligence. The frame rate is so slow and jerky the game itself is a completely unplayable mess! Fireballs slip in and out of existence, while the low frame rate results in such lag in your controls you can forget about blocking or countering any of your opponents moves. In all honestly... I pretty much did not win any games and gave up out of depression and frustration.



Looks great... but where is the fireball? Just one of many faults...

Music is present... but its sad to think SFII on the humble A500 actually had more of the sound effects present. CD32 controller support is present, but honestly a single button joystick would be just as effective due to the unplayable mess the game is. Change the turbo speed and it becomes more unplayable. There is a detail option which filled me with hope it would magically fix the game... but it has pretty much no impact.

So depressing is this version I can't even be bother writing anything more about what is wrong with it. This game was released at a time when Amiga games were thinning out and they basically took advantage of the situation by putting no effort into this PC port to make a quick dollar out of the Amiga gaming community who were desperate for any big name franchises. So many people would have looked at the pretty screen shots and sucked into buying it immediately. Don't make the same mistake here. Look at the screens, drool over them, but do not be tempted to try and play this game! Maybe load it up to watch the great introduction, but promise me this... as soon as the intro has finished you will switch the game off, because if you do not, be prepared for the disappointment of your lifetime!



Secretly Ryu is a wife beater... bastard!



Cue shouty announcer voice...



Blanka changes his hair colour more than my wife! This week its blue rinse!



While that looks painful, if it was a little lower it would be much worse!



Street Fighter II Turbo

A1200 / CD32 - 1995

GRAPHICS	50%
SOUND	75%
GAMEPLAY	10%

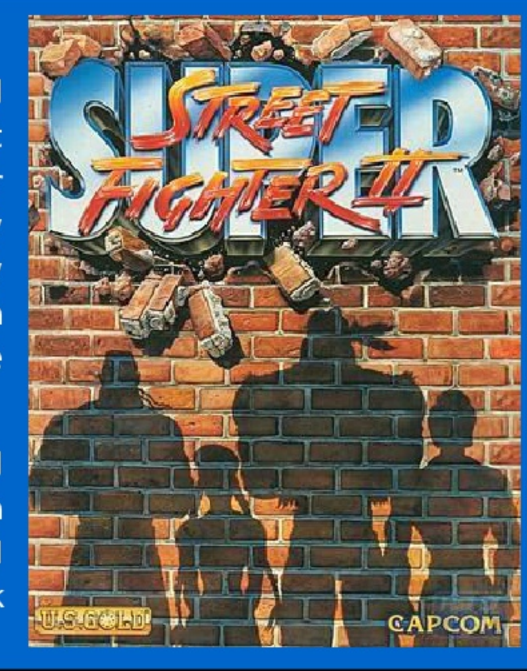
Don't let its drop dead gorgeous looks here trick you. The worst SFII game on the Amiga. 15% for the intro, and 5% for the actual game!

SCORE	20%

AND THE WINNER BY KNOCKOUT IS...

If you had not guessed from the scores here yet, the ugly kid turned out to be the strongest of the bunch! Normally I am the first to get sucked into flashy visuals first and gameplay second, but Super Street Fighter II proves that a game can be ugly but still play fantastic! Still, with Street Fighter available on piratically every gaming platform in the world offering true arcade experience with no compromises, there really is no real reason to play this on the Amiga unless you have no access to any of those systems.

But if you have the urge to play some SFII on the Amiga, you could always take the great intro from SFII Turbo which is on its own separate WHDload file, and combine it with Super Street fighter II WHDload. You then get that drop dead gorgeous intro and the slick smooth playability with fast disk swapless loading!




SUPER
STREET FIGHTER II
CAPCOM
U.S. GOLD
OUT NOW FOR AMIGA
OCS 1mb and enhanced AGA versions



- OCEAN
- 1990
- A500

This seems somewhat stupid, but when I wrote the 'Balls' issue of 880 Gamer I completely forgot about Pang, and yet there is no game more deserving of inclusion as it boasts some of the biggest balls ever seen on an Amiga! Lots of them too!

Pang is simplicity at its best where you have to clear the screen of all the bouncing balls to progress. Of course at first this seems simple with only a couple of large balls bouncing around, but shooting the ball with your harpoon style gun splits the ball into two smaller equal size balls, and then splitting again as you shoot both of them and even more when you shoot them, and soon that one big ball is now 8 small balls bouncing around the screen! To make life harder as the balls get smaller they no longer bounce as high until the smallest of balls only bounce just over your character making it a challenge to sneak in under and shoot them quickly without getting hit. As you can imagine, shooting all the big balls at once can soon result in some pretty hectic stuff!

There are some weapon drops to make things a little easier (or harder depending on the situation) such as the ability to shoot multiple grappling hooks at a time, or a nifty laser gun which can dish out some fast pace destruction. Some other nasty creatures try to hamper your progress with birds swooping you or crabs dropping from above, while you also race against the clock to clear each stage. While each stage is only a single screen, they all differ with blocks that can or cant be destroyed while ladders let you reach higher platforms. This keeps the levels varied and challenging.



Just another day down by the river poping bubbles of death



No time to stop and take a holiday photo, balls to destroy!



You may wear a hard hat, but it wont save you from these bubbles of death and destructions



I am thinking this is more to do with LSD than popping balls...



... although I think alcohol makes him a little aggressive

Keeping each level fresh the background pictures vary as you visit locations all around the world a bit like other classics like Bombjack. While this does not change anything to the game play, it lets you feel like you are really progressing and very pleasant to look at with locations also changing as the sun sets to further the variety (simple change of colour pallet, but very well done). Combined with some simple cartoon characters between levels and you have a very pleasant and fun looking arcade game. The accompanying music and sound effects are perfectly matched and equally sound right at home in any arcade. In fact there is barely a moment when there is not some music playing which keeps everything fluid as you progress.

While all of this sounds great (and it is), we have not even started talking about the two player option which sees both you and your partner teaming up in a co-op mode as you work together to clear each stage. It great fun as you can really work some serious team work into the game. Of course if you are playing for the higher score then a well timed shot can cause your partner a world of pain as you send a multitude of small deadly bouncing balls their way in the hope of bringing a speedy death!

PANG is from a simpler time when you could pick up a game and know how to play it in a matter of seconds, which makes PANG a great 'in between' game when you want a quick blast at something fun. I cant say it has massive lasting appeal, but its a good fun challenge on your own while offering a truly great fun two player experience you can not go past.



Where in the world would you like to visit? Its a world tour!



Its a popping good time. Groan... lame bubble jokes!

PANG!

A500 - 1990

GRAPHICS	74%
SOUND	72%
GAMEPLAY	80%

Fast to learn, but tough to master! Pang is simplicity at its best with colourful and bubbly fun gameplay.

SCORE 76%


PANG
SPECTRUM
CASS & DISK
AMSTRAD
CARTRIDGE
COMMODORE
CARTRIDGE
ATARI ST
AMIGA
NO TIME FOR
BALLOONIN' AROUND!..
NO TIME TO SHOOT THE BREEZE!..
In fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You sight up your latest and most formidable bubble poppin' piece...but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!
ocean
OCEAN SOFTWARE · 6 CENTRAL ST · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650

SUPER HANG-ON

- Electric Dreams
- 1988
- A500

Haaaaaannnng ooooOOOOON... SUUUUPPPPEEEEEERRRRR!

Anyone who has ever loaded this game will know what I am talking about! Within moments of loading this adrenalin fuelled beast your senses will start tingling at the sound of your bike screaming out close to red line promptly followed by unashamedly pure arcade tunes full of life energy to pump you up even further. Its simple, fast and fun which pretty well sums up Super Hang On.



Hit the open road, with 100 other people!

Press fire to start! Choose you difficulty level! Choose your music! RACE! Even on a bog standard A500 with only 512k of RAM, everything is quick and after making your selections you are pretty much into the action. Its a tried and true formula like any other great arcade racer where you race from checkpoint to checkpoint racing against the clock while doing your best not to crash into the other hundreds (thousands?!) of other racers, and of course trying to keep both wheels off the dirt! Dirt bike racing this is not! What really makes this great fun though is when you gain enough speed your speedo will turn red signifying you can activate your boost, and we are not talking some one off speed hit or limited uses. No.. as long as you hold it down you will keep boosting which gives a real rush as your engine screams out higher and higher pitched the longer you boost. And that in it self becomes a fun challenge trying to see how long you can boost without taking your finger off the trigger!



One down, one thousand opponents to go...



Head first into a tree... this is going to hurt!



Never since Bondage Queen Extreme 6 on VHS have I ever seen so much leather from the late 80's! Not that I have ever seen anything like that...

The screaming engine sound when boosting is great accompanied by some wonderful in game arcade music making the game very exciting, and while there is not a lot more to go along with it you really do not need anything else. Matching this is some very fast and smooth graphics that change in appearance, colours and backgrounds as you progress through each checkpoint which gives seamless non stop progression through the game. Its not going to set any new standards for outstanding visuals, but its fast, colourful and most of all keeps to its roots of arcade fun. What is not as fun though is the other racers on the track who can be somewhat random some times, however they do logically try to hug the corners unlike some other racing games which have opponents wonder all over the road even when going through corners. But hey, that's half the challenge!

Its not as good looking as the arcade, but its still fast and fun on the eyes. The music is pure arcade and will have you humming along while the sound of the boost will leave your ears tingling. Its simple to get in and a blast to play. And that's it! Simple as it should be. A great arcade racer that's perfect for quick blasts of speed when you feel the need for...

SuuuuuUUUUUPPPPEEEEERRRRRR!



Riding on the edge man! Might want to miss that checkpoint pole though..



The women from 'Simply Irresistible' film clip make an appearance



Decisions decisions ....



Inspirational music choices......



No time to stop and lounge out on the sand under a palm tree, you have a race to win!

Super Hang On

A500 - 1988

GRAPHICS	70%
SOUND	75%
GAMEPLAY	85%

Worthy of the title SUPER, one of the best arcade bike racers on the Amiga!

SCORE	78%





VIRGIN GAMES - 1989 - A500

When I was young my parents decided to move further into the country so I didn't have any local arcade to experience a lot of these classics. Thankfully I had my trusty Amiga and while not all arcade conversions are created equal, Silk Worm is definitely one of those stand outs that managed to bring the arcade into my home!

What makes Silkworm really fun is not only is it an awesome side scroller shooter, but it has a great two player mode with one in control of a helicopter and another in control of a jeep which can result in some very rewarding team work. While the Jeep is harder due to the limitations of gravity, it can be a lot of fun giving your buddy covering fire with your directional turret while jumping land mines. Playing the game in single player though as the jeep... not so fun! Stick with the helicopter for single player games.

The difficulty curve in Silkworm is spot on with the game throwing small groups of weak enemies at first building with each level until the screen is literally filled with enemies and explosions, and all the time the game does not skip a beat running a silky smooth 50fps. There is even some parallax scrolling going on with varied environments that not only look good, but have little touches such as an aircraft carrier in the background launching enemies that shortly after are flying at you kamikaze style. There is a good variety of enemy craft as well which change to match the level, although the only small criticism I can muster is the end of level bosses repeat alternating between a massive helicopter or tank. Some unique end of level bosses for each level would have made the game just that little bit better.



That is a missile to my face right there... do not like the odds of survival!

For such a small tank, he sure does hold a lott of weapons and beach balls!

BOOM BOOM BOOOOOOM let me here you say hey yeah! HEY YEEEAH!!

Someone is playing with the instagram filters again...

There are weapon upgrades of course, however they are fairly limited and nothing to get to excited about to be honest. Those weapons also sound a little wimpy with a 'pew pew pew', however as your bullets start connecting with enemy they are slaughtered with a very healthy and meaty explosion so you will not hear much of your wimpy sounding guns. Sound can be a little sparse at times though with absolute silence if you stop shooting with no background music or sfx, although the game does have a perfectly up beat arcade tune for the main menu screen.

Not all arcade conversions end well, but Silkworm proves what can be achieved if the effort is made. Sure, the original arcade from 1988 is not to extreme on Hardware requirements, and graphically it is a little simple in some ways, but its a fantastic blast and an instant classic for the genre. Even with the wave of shooters that came in the many years after, very few ever matched Silkworm for its fluid and balanced fun, looking like an arcade machine somehow squashed into your trusty Amiga 500, and almost none match the great two player experience this game brings. Get a buddy over, crank the sound system and start destroying stuff all in the name of team work!

SILKWORM

A500 - 1989

Silver

GRAPHICS	78%
SOUND	68%
GAMEPLAY	88%

Great example of how a true arcade shoot'em up should be. One of the greats!

SCORE 82%

STREET FIGHTER™

....NOTHING STANDS IN YOUR WAY

Screen shot from Spectrum version.



Screen shot from Amstrad version.



EXPLOSIVE COIN-OP ACTION!

Battle your way across the globe taking on the mighty fighting power of 10 awesome exponents of hand to hand combat.

"A SINCLAIR CLASSIC"

"Thoroughly impressive combat game which knocks Renegade for 6. Go damage someone." Sinclair User

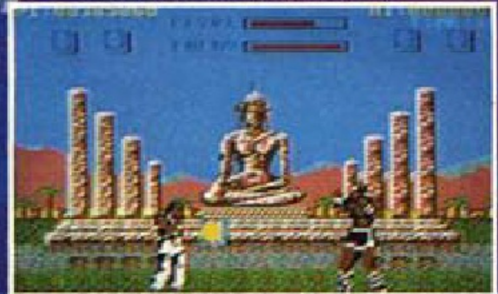
"It's fast, good looking and well hard" Your Sinclair

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Spectrum 48K **£8.99**t
Spectrum +3 **£12.99**d
Amstrad **£9.99**t – **£14.99**d
Atari ST **£19.99**d Amiga **£24.99**d



GIANTS OF THE VIDEO GAMES INDUSTRY

Screen shot from CBM 64/128 version.



Screen shot from Atari ST version.



GO! Media Holdings Ltd. A Division of U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

TOKI

OCEAN - 1991 - A500



Looking like Tarzan and Jane (but for copyright reasons different...), things change very quickly when our hero is transformed into a flee bitten monkey that can shoot fire from his mouth. But that wont stop you from saving the day over a collection of varying levels from jungles to lava pits fighting your way through a multitude of nasties while collecting power ups such as fire breathing and protective grid iron style helmets.

Toki looks and sounds great with some fantastic backing music as you make your way though the scrolling levels. Backgrounds have parallax scrolling with a good amount of action on screen at once, although the one big draw back is it is confined to a small box window (I presume to keep the frame rate up). While this confined view is a little odd, it does not distract from the game to much which is good fun.

The game itself is quite long spanning over a great variety of levels, and end of level bosses are also large and varied with each requiring different set of tactics to beat. If there is one sticking point that prevents this from being an absolute classic, its the subject matter. Although monkeys are quite nimble in the wild, your character is quite sluggish which makes it difficult to avoid some enemies and attacks. This gives the game a very pedestrian feel as you sloooowly make your way through each level, and for a game based around a monkey there is very little swinging! Not even a banana!

That said though, Toki is good fun. Its a quirky game that is different enough to stand out from the crowd with great colourful presentation and sound through out (the music is even better in this conversion than the original!). A speedy hedgehog he is not, but a kick arse fire breathing monkey he is! And that I like!

TOKI

A500 - 1991

GRAPHICS	73%
SOUND	85%
GAMEPLAY	70%

While a little slow, Toki stands out from the crowd with its original style

SCORE	72%

METAL MUTANT

Metal Mutant is the ultimate future battle machine, sent to the planet Kronox to search out and destroy the tyrant Arod 7. A miracle of future bio-technological science, Mutant can transform at any stage into three different robotic forms. Mutant has a huge range of different combat moves as he fights his way across Kronox. He fights not just tooth and claw but tooth, claw, missiles, rope, shield, whip, torpedo, battle computer and remote flying droid.
Metal Mutant is a science fiction exploration and combat epic featuring over 160 fully-bitmapped screens, 24 different combat moves, intriguing puzzles and more than 40 different enemies plus end of level guardians.

AMIGA · ST · PC













Bleeding eyes ><



There are a few demo competition events held around the world each year where the best of the best all come together to compete and show of their latest masterpiece, although Sanity went one step further naming one of their demo's after the event it competed in … World of Commodore '92!

It's a pretty bold move and you would want your demo to live up to everyone's expectations. So did they manage to bring the house down, or have the house come down on them?

Ray of hope from Magic12 is also on offer here try to cast its spell over you into believing it is a masterpiece, although the jury is out on this one as 'hope' might be all they have.

And finally we have Faktory once again proving everyone in the scene is either way to kool for skool, or just plain illiterate (probably the later) with it's kreative way of spelling. Will it be just another AGA 3D marathon of spinning shapes that will make me groan and kry with my head in my hands, or throw us something fresh and kool from their Faktory and not the usual krap. Kould be good! This spelling kould blow up my spell check! So lets get kooking and get straight into it!

World of Commodore Amiga 92

SANITY - OCS - 1992

World of commodore is not short on effects with lots of zooming and rotating, no less than two different tunnel effects while also stretching over two parts which is almost like two different demo's for the price of one! There is no shortage of value here!

The first half starts with some nice full screen zooming and pulsing of distorted images and (very short) scroll text, with one of the best 'Doctor Who' tunnel effects I have ever seen in any demo. Everything runs slick smooth and in time with the nice 'synth'y' sound track which times perfectly to all the on screen action sounding as wonderful as it looks. Its all very slickly presented!

After a while you are thrown into the second part which plays out more like a traditional demo with some overlayed text and group logo's while the effects play out one by one. This half is a little less impressive on the effects with the tunnel the most disappointing, but the overall presentation and music quality remains just as solid. The music becomes more laid back demo/trance style and is timed perfectly to the on screen action, almost an audio demo in itself with different styles and instrument effects matching each on screen effect. This makes the second part a whole lot more enjoyable.

This really is a quality title that is polished both visually and sonically and surprisingly can run on non expanded Amiga's with only 512k ram! Both parts are the perfect length, and giving you two slick demo's for the price of one... you can not go wrong! Highly recommended.

90%

RAY OF HOPE

MAJIC 12 - OCS - 1991

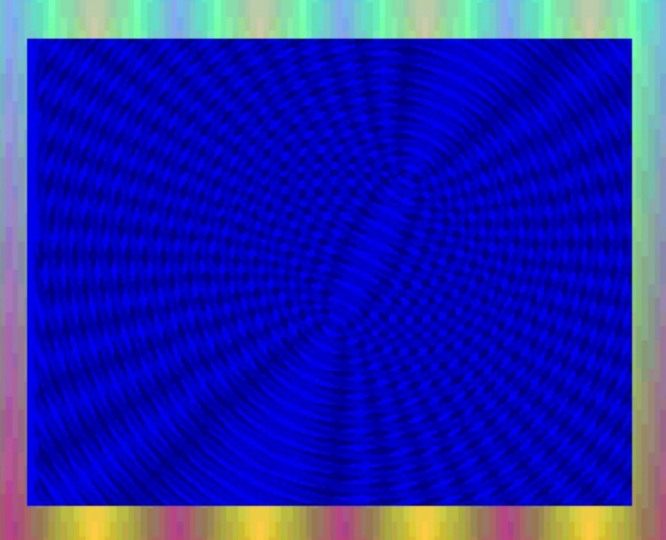
There is not a lot to Ray Of Hope. Some logo's, and interesting scroll text introduction, some windowed plasma, moving circles and "some fucked lines" (their words, not mine..). And then a C64 looking final effect for the end text.

Annnnd... no... that is it! There is nothing new here, and what is here is not the best examples as well. I honestly can not recommend any stand out moments that would give you any reason to watch this small demo. Even the music is very standard demo music with a mellow style over electronic drums that is pleasant, although quite stiff and not so smooth.

Look over the screen shots here and you will see everything that is on offer. The plasma is nice, although not brilliant and there are a lot of other demos that do it so much better. Maybe give this one a miss unless you have seen everything that is out there and just need something you have not watched before.

38%












NEW YORK WARRIORS
NEW YORK WARRIORS
Virgin GAMES
The Year 2014 – New York is lost to organised crime. Only a valiant few remain loyal to law and order – They are THE WARRIORS.
You, as 'THE WARRIOR' have to fight your way through the streets to save New York using an awesome array of devastating weapons. If you fail, New York will be destroyed by a nuclear device planted in the World Trade Centre.
You cannot, you must not, fail!
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DEUTSCH
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℗ VIRGIN MASTERTRONIC LIMITED
16 PORTLAND ROAD, LONDON, W11 4LA
Virgin
GAMES



Energy oozes from the Faktory both in its bright and vibrant visuals to its up tempo techno tune. When watching it you cant help but feel some of that energy transfer to you as it sucks you into its world. But be warned, your stay will be quite short as its all over very quick! But what a ride it is while it lasts!

A few of the effects are windowed over some bright quality background images, but its all well suited with the colours and does not feel forced or like they are skimping on the effect size because they cant run it full screen. Instead it is handled in a way that fits perfectly with the style.

These effects are then joined together by some full screen tunnels and warping spinning effects that then suck you into the screen and mess with your eyes. There are a couple of 3D moments as well which as you know I sometimes loathe, but they are quite well done looking more like renders and a cool blinking eye in the robot monitor thing... not sure how to describe that one!

It runs quite nice on an A1200 although the real fun is when you throw some power at it as everything becomes smooth as silk and eye meltingly good! If you have not seen this one before, I highly recommend you check it out!

92%

880 cheat!

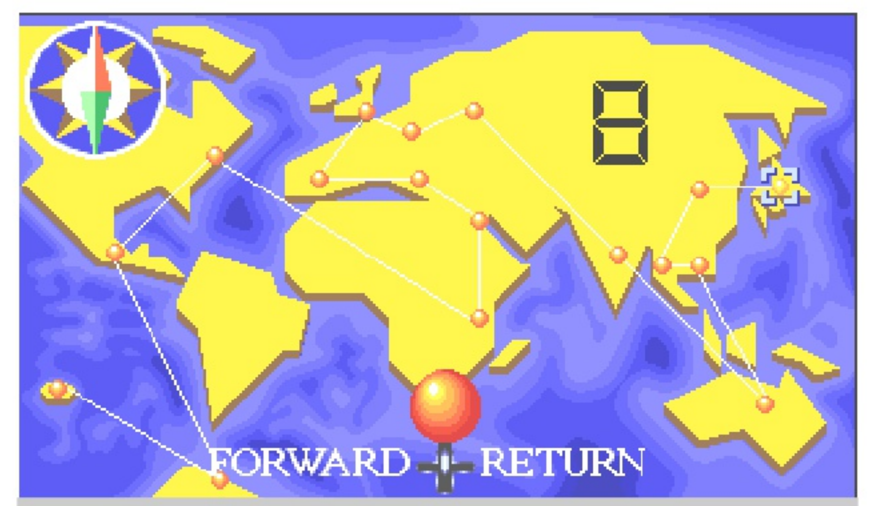
We are here to help with all your tough slugs!



STREET FIGHTER II

Life on the streets is tough, and you just never know when some cute little Chinese girl with thighs big enough to land a plane on is going to smash your pretty face in. So give this a try

On the player selection screen highlight Blanka and slowly type **patience**. Then as you play hit F10 to fully restore your health!

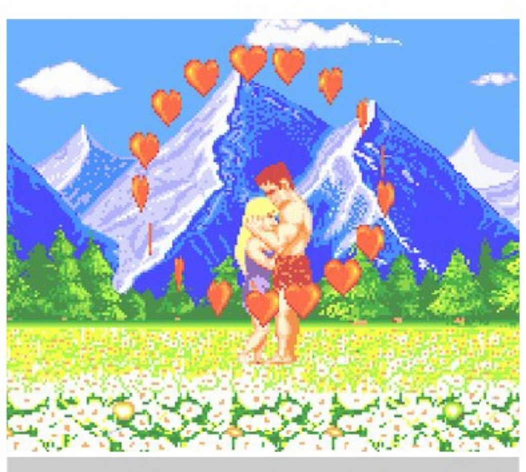


PANG

Those balls may look all bubbly and light as they bounce all floaty around the screen, but yet are surprisingly deadly! If play with your balls is starting to hurt, maybe try the following...

In what is the nicest cheat ever, when you are on the map screen simply type the following for level select :

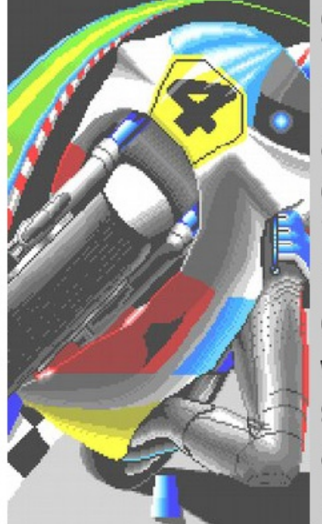
what a nice cheat



TOKI

Flea's got you down? Having a bad hair day with all that monkey hair?

Type **killer** while you are playing the game to get unlimited credits. You can then press F1 to F9 to select a level, or if you just want to see the end press F10.



SUPER HANG ON

Begin game play in Africa and achieve the highest score on this track. Enter **750J** as a name at the high score screen and press **Fire**. The name will change to **....** to confirm correct code entry. Hold **[Ctrl]** + **[Left Alt]** + **Z** + **T** while the credits screen is changing into the options screen. After a brief pause, the screen will turn black. Release all keys. If done correctly, a prompt for new outer and inner road turn effect coefficients values will appear. Enter the values with the numeric keypad, which determine how well your bike corners. Enter a high number for more skidding, enter a low number to handle corners better. Enabling cheat mode will also activate a machine gun that can be used to destroy other bikes or obstacles. Press **[Left Amiga]** during game play to fire the gun.

880 talk back!

Fresh from our rusty old spider infested letter box....

Hi again, i was flicking through a couple of old Amiga magazines and i thought of an idea for yours. Smaller operators in Australia that still support Amiga servicing or repairs would be good to know. For example, i fluked on a find - a Melbourne operator who recaps retro equipment (including Amigas) for a very reasonable price. Knowing of these guys in Australia would be great. I'm not talking about paid advertising.
I can understand why you wouldn't want to though.
Just an idea.

Another idea: as a fund-raiser you could offer up "limited edition" printed issues. My friend self-funded a comic he always dreamed of making and got them printed in India for much less than locally.
Though he ended up doing 5000 copies :) He lost money on the whole thing, but it was his passion.
Gee.. i'm really selling this idea well :D If you have any interest in this i can ask him for more information.
Derek

Lets not just stop at Australia, but lets take on the WORLD! 880 Gamer is about WORLD DOMINATION! BRING IT ON NORTH KOREA!!
Now.. where was I? Oh, yes, advertising! I am more than happy to put anyone's Amiga related business advertisements in 880 Gamer if they wish at no charge (maybe shout us a beer? Mmmm... beer!). Just send us the details you want or even a pre made advert I can simply paste in, and we will make it happen! There are a lot of people out there keeping the Amiga flame alight, and I am more than happy to help out in anyway!
As for the limited edition prints... so what you are saying is to raise extra funds at 880 Gamer (that will mean anything above $1...) I can outsource some cheap printing and finally end up making a loss? I can not argue with that kind of maths! Sign me up! =P
Would love to, but maybe I should stick to the dodgy work laser printer copies I have... for 100% work use of course.... ahem....

Thnx for keeeping it up :)
Livio

I know I know. I keep saying that to those wonderful little Viagra pills as well, they truly are the best invention ever and... oh wait... you are talking about us keeping up the great work here at 880 Gamer? Yes, yes, thank you, you are very welcome. Oh.. and of course I did not mean any of that part about Viagra pills.. I was just joking **cough**... yes.. all a joke... Move along... NEXT!

btw: There's a news thread about your latest issue in one of the biggest german (mostly modern) gaming websites.
Akabei

Those crazy Germans and their frankfurts and steins of beer! If they are reading 880 Gamer as well then that is just further proof they are all bonkers! They make some seriously sweet cars though... and beer... and good food... and beer.... beer...
Thanks for the heads up! Its always fun to see where 880 Gamer is being read around the world. I would never have expected in my wildest dreams to end up on a pretty big gaming website like that!

Very nice, well done...
I found your deliberate error on page 22 for the score for "the settlers". Where's my prize? I thought the scoring of Populous was a bit low, it was one of the few games that i actually kept going back to
kipper2k

That's right everyone, every spelling, grammar and layout error in 880 Gamer is 100% on purpose to inject a little fun into everyone's day. It has nothing to do with our editor and staff all been illiterate and half drunk all the time!
As for your prize... I give you issue 6 complete with more errors and mistakes to keep you entertained!
For those playing along at home, there is one big mistake this issue. I will give you a clue... front cover... Send your answers to 880gamer!
As for the score I gave Populous ... I found it tough as well. But even if I have played a game to death and loved it I always replay it when I review it to see if its just as good as I remember, or if its those rose coloured glasses I am looking through to the past are making it so fantastic. Its still a great game and I still love it... but honestly it was not quite as good as I remembered.
But on a positive... finally one of my reviews has received controversy! YES! I have finally made it as a mainstream writer in a games review magazine! Success!!!

Remember, feel free to drop us a quick email or anything of interest at :
880Gamer@gmail.com
Thanks to everyone for your comments and support!

>>next issue

Lets hope the next issue does not take as many light years to complete...



With Elite Dangerous now finally out, we go back to where it all began with the original Elite and Elite II – Frontier, to boldly go where no gaming magazine has gone before... well, not in the last 20 odd years anyway! So we will see you next issue somewhere near Bernard Star.

The scrolly text shout out bit...

I would like to acknowledge the following people / groups / software / sites for making 880 Gamer possible :

Ubuntu – 880 and emulation is run on Ubuntu, along with use of the Ubuntu font used within 880 Gamer
FS-UAE – A big thanks to Frode Solheim and the UAE team for bringing great Amiga emulation to Ubuntu
WHDLoad - Bert Jahn's masterpiece, making disk swap-less dreams come true
The GIMP / Fotowall – All image manipulation powered by the gimp and his full leather suit, with awesome help also from Fotowall!
LibreOffice – 880 is fully written up and saved in PDF using LibreOffice Writer .. and its free just like 880 Gamer!
Lemon Amiga – Thanks for their wonderful website where some information is gathered.
EAB – For helping spread the word of 880 Magazine, and for good sport in the game comp. Bring it!
ADA – Both to the Amiga Demo Archive site and all of those that keep the scene alive and pumping to this day!
HOL / Amiga Magazine Rack– Some Cover disk ADF files and information gathered from these wonderful sites
Frontier Games – Thanks to David Braben for bringing back the classic space trading / exploration sim from which the picture above is from
The Amiga – An eternal thanks to Jay Miner and the amazing Amiga team that built this great machine

Embryo...the ultimate in three-dimensional arcade action.

EMBRYO

AMIGA SCREEN STAR

"Fastpaced, exciting arcade FLIGHT SIM... Very playable indeed"
89% C.U.AMIGA
SCREENSTAR AWARD

- 1 or 2 players via optional link cable.
- The smoothest and fastest vectors, guerentee fast-paced action.
- 16 colour vectors.
- 20 detailed missions.
- Intro sequence, numerous pictures, sound effects and superb music enhance the great atmosphere.
- Many different fully animated enemies, weapons and bonus objects.
- Supports all Amigas (1 Mb required).
- Automatically recognises the machine's capabilities and utilises extra memory, processor power and the AGA Chipset.
- Fully hard disk installable.

"Smooth graphics, good 3D modelling and fantastic sound. The rockets in particular whoosh away superbly on all four audio tracks."
AMIGA POWER



"Embryo is possibly the fastest FLIGHT SIM to date for the Amiga. It is hard to see how it can be beaten in the future"
AMIGA ACTION



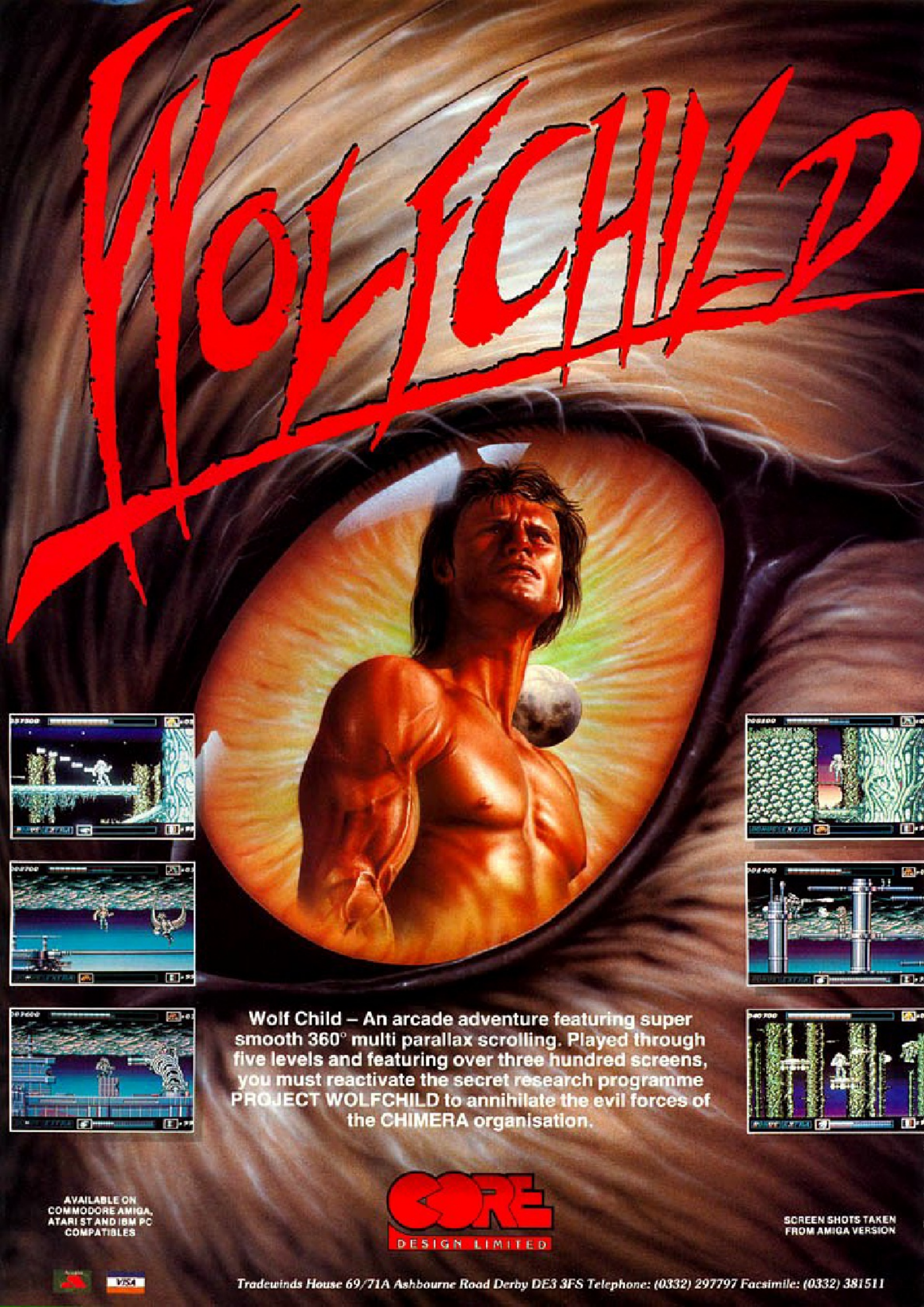
"An atmosphere generating soundtrack and storyline are the tips of a VERY IMPRESSIVE iceberg"
AMIGA ACTION



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Wolf Child – An arcade adventure featuring super smooth 360° multi parallax scrolling. Played through five levels and featuring over three hundred screens, you must reactivate the secret research programme PROJECT WOLFCHILD to annihilate the evil forces of the CHIMERA organisation.
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